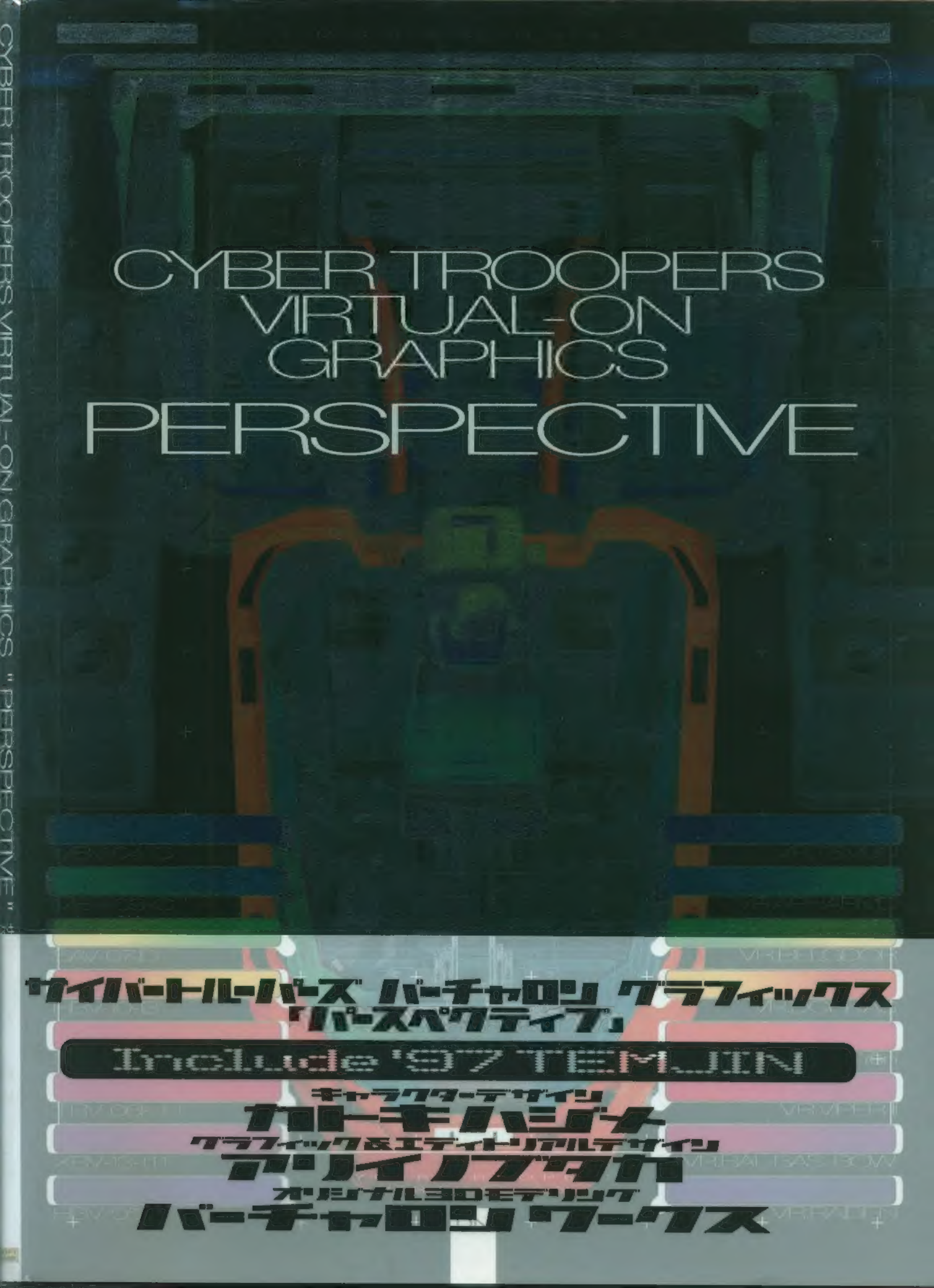


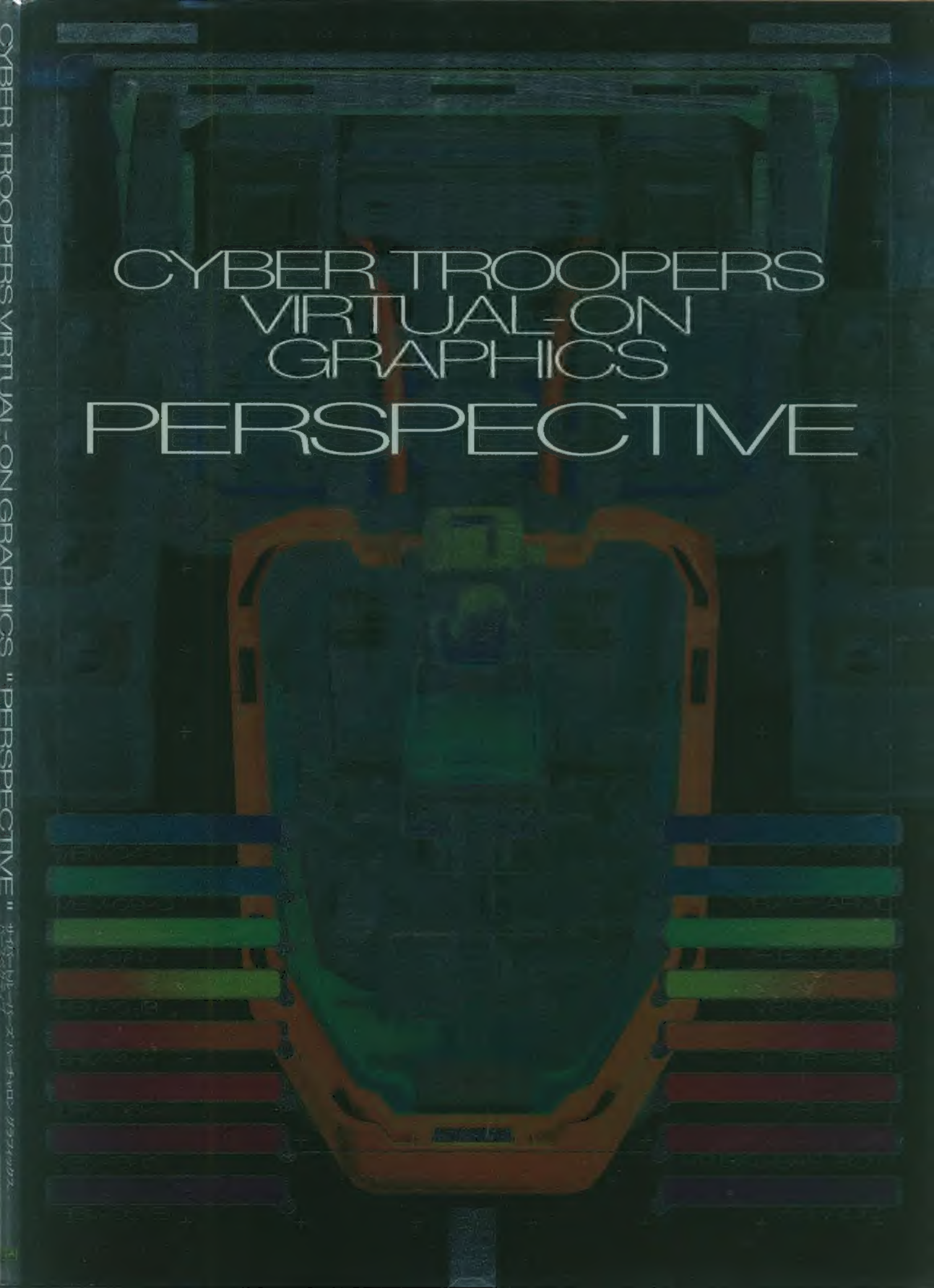
CYBER TROOPERS VIRTUAL-ON GRAPHICS PERSPECTIVE

サイバートルーパーズ バーチャロン グラフィックス
「パースペクティブ」

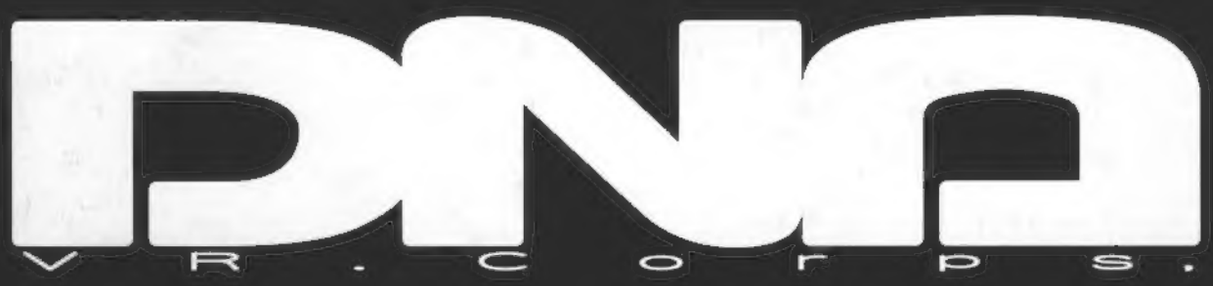
Include '97 TEMJIN

キャラクターデザイン
カトーキハジメ
グラフィック&エディトリアルデザイン
アートブタカ
オリジナル3Dモデリング
バーチャロンワークス

CYBER TROOPERS VIRTUAL-ON GRAPHICS "PERSPECTIVE"



CYBER TROOPERS VIRTUAL-ON GRAPHICS "PERSPECTIVE"



SEGA AM R&D DEPT.#3

M.S.B.SystemV.3.3

CYBER TROOPERS VIRTUAL-ON GRAPHICS PERSPECTIVE

PRODUCER
JURO WATARI

CHARACTER DESIGN
HAJIME KATOKI

GRAPHICS&EDITORIAL DESIGN
NOBUTAKA ARII

ORIGINAL 3D MODELING
VIRTUAL-ON WORKS

SEGA AM R&D DEPT.#3

Introduction

V.C.84年に月面で発見された非人類起源遺跡。この調査研究から得られたO.Tをフィードバックする形でD.N.社が秘密裏に開発、実用化を進めてきた人型兵器群がある。一般には、これらをバーチャロイド（以降,V.R）と呼称する。

V.Rは有人戦闘兵器である。これが他の同タイプ兵器と一線を画する最大の特徴としては、その「キメラ」な構造、という点が挙げられる。

マン・マシーン・インターフェースとして既成技術の結晶であるマインド・シフト・バトルシステム（以降、M.S.B.S.）を採用。これをもってO.T産物のV・コンバータを制御するという構成は、既存のどの兵器にも例を見ないユニークなものであり、戦闘効率の向上に多大な貢献を果たした。M.S.B.S.に直結した火器管制システムは抜群のレスポンスと精度を示してV.Rの潜在的攻撃力を飛躍的に高め、機動性能に関しては既存の有人兵器では不可能なレベルのパフォーマンスを実現することに成功している。V.Rは、在来兵器の既成概念を凌駕するポテンシャルを有する画期的な存在となったのである。この結果、当初地球圏内限定戦争に於ける拠点制圧用強襲兵器と想定されていたV.Rは、自らに課せられた戦術的ニッチェから次第に逸脱していくことになる。そして、最終的には兵器運用の戦術方法論に一大変革をもたらす存在へと成長していくのである。

V.C.a0年に勃発した月面遺跡の覚醒暴走、それに伴うオペレーション・ムーンゲート（以降、O.M.G.）の発動は、V.R、及びこれを装備するD.N.A.の各部隊にとって一つの試練、試金石の場であった。当時、D.N.A.が制式採用していたV.Rは６機種（※１）。また、試験的に先行配備していたものが１機種（※２）。この他にバルーバス-バウ・ユニット試作11号機といった、公的にはその存在を否定されているものも数機種確認されており、これらをまとめて第１世代バーチャロイドと総称することがある。第１世代バーチャロイドの基幹機種は、MBV-04テムジンとHBV-05ライデンである。テムジンは機動性を重視した汎用タイプであり、その融通の効く機体設計は当初から様々な目的に合わせての流用を想定していた。その結果、戦術偵察タイプのTRV-06バイパー・シリーズ、白兵戦専用としてそのコンセプトを先鋭化したMBV-09アファームド、といった系列機種を生み出した。また、SRV-14フェイ－イェンの場合も、機体仕様は大幅に異なるものの、その設計思想はテム

ジンのものを継承している。一方、ライデンは重装甲・重武装の火力支援タイプで、その機体構造は大重量を支える為に特殊化している。ライデン自体は非常に完成度の高い優秀な機体であったが、あまりにも高価であり、その量産・大量配備は不可能であった。その結果、安価な代替機種としてのSAV-07ベルグドル、更に運用面での徹底的な見直し作業に基づいて小型・軽量化されたHBV-10ドルカス、等の系列機種が輩出した。

本書では上記８機種を中心に、従来機密保持の厚い壁に阻まれてその存在の真偽さえ確認できないでいた機種に関しても可能な限りのビジュアル資料を集積、体系化している。O.M.G.以後、D.N.社及びその下部組織であるD.N.A.の周囲には常に不穏な空気が漂い、次世代V.R開発も本格化しているようである。残念ながら、現在進行形である第２世代V.R開発の成果については未だその全貌を把握することは出来ない。しかし我々は、本書がその方向性を予測する上での一助となりうることを確信しており、それを試みる読者諸兄のお役に立つことが出来れば、我々にとってこれ以上喜ばしいことはない。本書を最大限に活用して頂けることを願いつつ、御挨拶にかえさせていただく。

Colonel Jason D.Audett. D.N.A.(Retired)

July V.C.00a2

※１：６機種とは、以下のものをさす。

MBV-04 TEMJIN

HBV-05 RAIDEN

TRV-06 VIPER・SERIES

SAV-07 BELGDOR

MBV-09 APHARMD

HBV-10 DORKAS

※２：該当機種はSRV-14 Fei-Yen (replica)である。

Dyna-tech.&Nova

Virtuaroid-Series

008-015
MBV-04-E6 VR.TEMJIN
016-025
MBV-04-G VR.TEMJIN
026-035
MBV-09-C VR.APHARMD
036-045
SAV-07-D VR.BELGDOR
046-055
HBV-10-B VR.DORKAS
056-065
SRV-14-A VR.Fei-Yen Replica type
066-071
Chieko Higuchi
072-081
TRV-06k-H VR.VIPER II
082-091
XBV-13-t11 VR.BAL-BAS-BOW
092-101
HBV-05-E VR.RAIDEN
102-103
VR.JAGUARANDI
104-105
Z-GRADT

106-109
MBV-707-C2 VR.TEMJIN

VIRTUAROID™are trademark of D.N.Co.,Inc.
All trademark are the property of Dyna-tech.&Nova Co.,Inc.
http://hwww.Dyna-tech.&Nova.com

Creativity keeps
the world turning.
——— Dyna-tech.&Nova Co.,inc.
Model : Chieko Higuchi Photography : Nobutaka Ari Hair&Make - up : Kouhei Toguchi (Me - Sa)

OPERATION MOON GATE
CYBER TROOPERS VIRTUAL-ON

M.S.B. SHEET PATIAL SYSTEM

V.C. 009D

M.S.B.System.
Ver.2.58
No.04-0001-00

MBV-04-E6
VR.TEMJIN

MBV-04-E6
VR.TEMJIN
[Dyna - Yacht & Novis]

GENERAL DATA

Height : 15.2m
Weight : 7.62t
Full Weight : 20.3t
Generator Power : 3808kA

RESCUE

CAUTION
HOT AIR EXHAUST
熱温排気に注意
CAUTION

MBV_04_E6
VR TEMJIN
[Dyna - tech.&Nova]

COCK PIT - BLOCK

DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Transparency 1000
Colour R 0.002
G 0.002
B 0.002

GLOBAL AMBIENCE
Colour R 0.963
G 0.907
B 0.791

CAMERA SETTING
Position X 0.000
Y 157.382
Z 80.939
Interest X 0.000
Y 16.000
Z 4.209
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 15

LIGHT 1
TYPE Infinite
Colour R 0.750
G 0.750
B 0.650
No Shadows

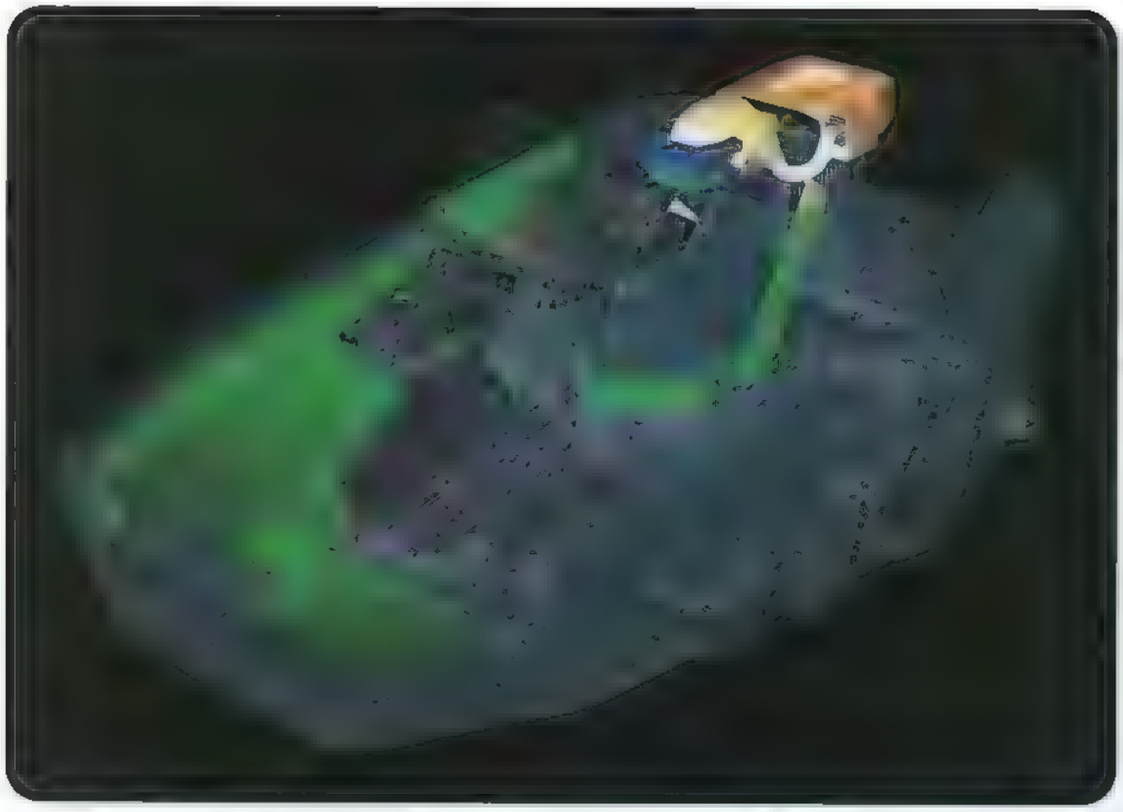
LIGHT 2
TYPE Infinite
Colour R 0.500
G 0.500
B 0.500
No Shadows

LIGHT 3
TYPE Point
Colour R 0.368
G 0.625
B 0.748
No Shadows

ARCH FINISH
TYPE CB_01

DIFFUSE

Original 3D Modeling : Kouichi Ozaki Rendering : Nobutaka Ari



MBV: 04 E6
VR TEMJIN
[Dyna-tech.&Nova]
COCK PIT BLOCK

DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Transparency 1000
Colour R 0.002
G 0.002
B 0.002

GLOBAL AMBIENCE
Colour R 0.963
G 0.907
B 0.791

CAMERA SETTING
Position X 50.836
Y 37.873
Z 59.239
Interest X 7.097
Y 3.216
Z 2.948
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

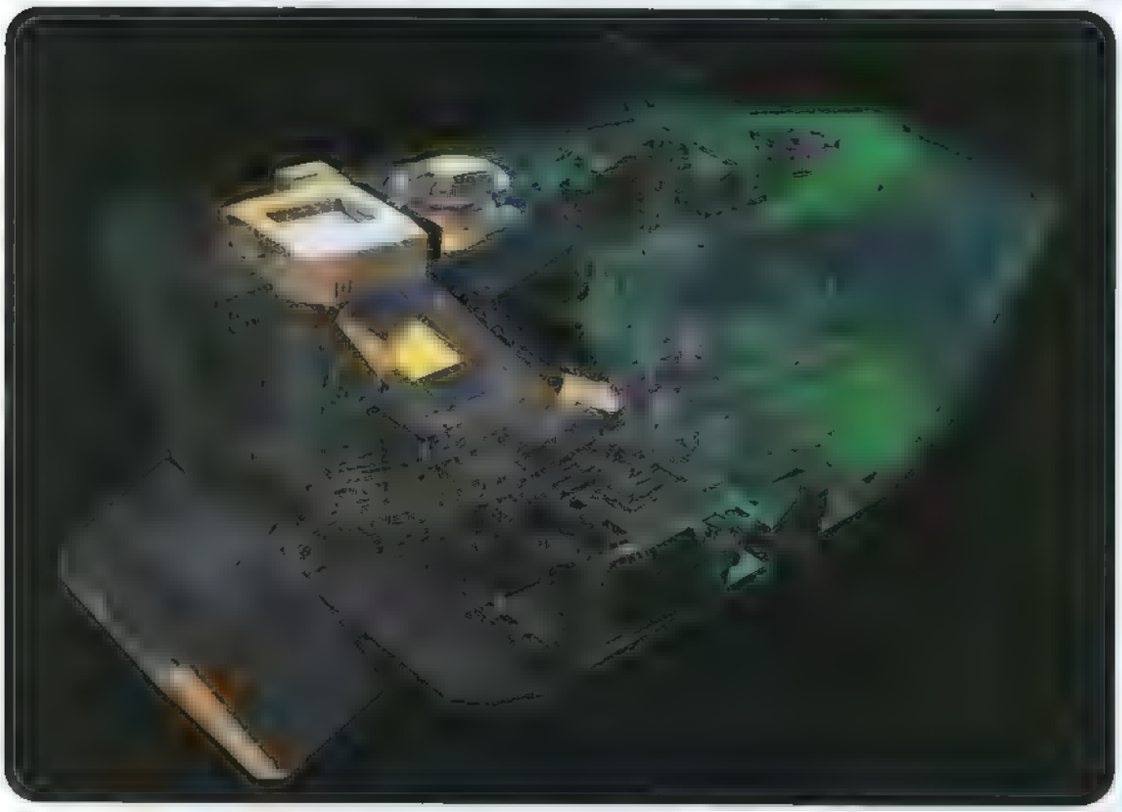
CAMERA LENS
Custom Angle 20

LIGHT 1
TYPE Infinite
Colour R 0.750
G 0.750
B 0.650
No Shadows

LIGHT 2
TYPE Infinite
Colour R 0.600
G 0.600
B 0.500
No Shadows

LIGHT 3
TYPE Point
Colour R 0.368
G 0.625
B 0.748
No Shadows

ARIOH FINISH
TYPE CB-01



DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Transparency 1000
Colour R 0.002
G 0.002
B 0.002

GLOBAL AMBIENCE
Colour R 0.963
G 0.907
B 0.791

CAMERA SETTING
Position X 58.383
Y 48.383
Z 47.059
Interest X 4.912
Y 4.440
Z 4.209
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 20

LIGHT 1
TYPE Infinite
Colour R 0.750
G 0.750
B 0.650
No Shadows

LIGHT 2
TYPE Infinite
Colour R 0.600
G 0.600
B 0.500
No Shadows

LIGHT 3
TYPE Point
Colour R 0.368
G 0.625
B 0.748
No Shadows

ARIOH FINISH
TYPE CB-01

DIFFUSE

Original 3D Modeling Kouichi Ozaki Rendering Nobutaka Arii

MBV_04_Ee
VR TEMJIN
[Dyna-tech.&Nova]

V-CONVERTER UNIT

DEPTH FADING
Starting Distance : 1000
Ending Distance : 1000
Transparency : 1000
Colour R 0.200
G 0.200
B 0.200

GLOBAL AMBIENCE
Colour R 0.963
G 0.907
B 0.791

CAMERA SETTING
Position X 0.000
Y -342.026
Z 101.686
Interest X 0.000
Y 22.000
Z 29.147
Roll 0.000
Near Plane : 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle : 15

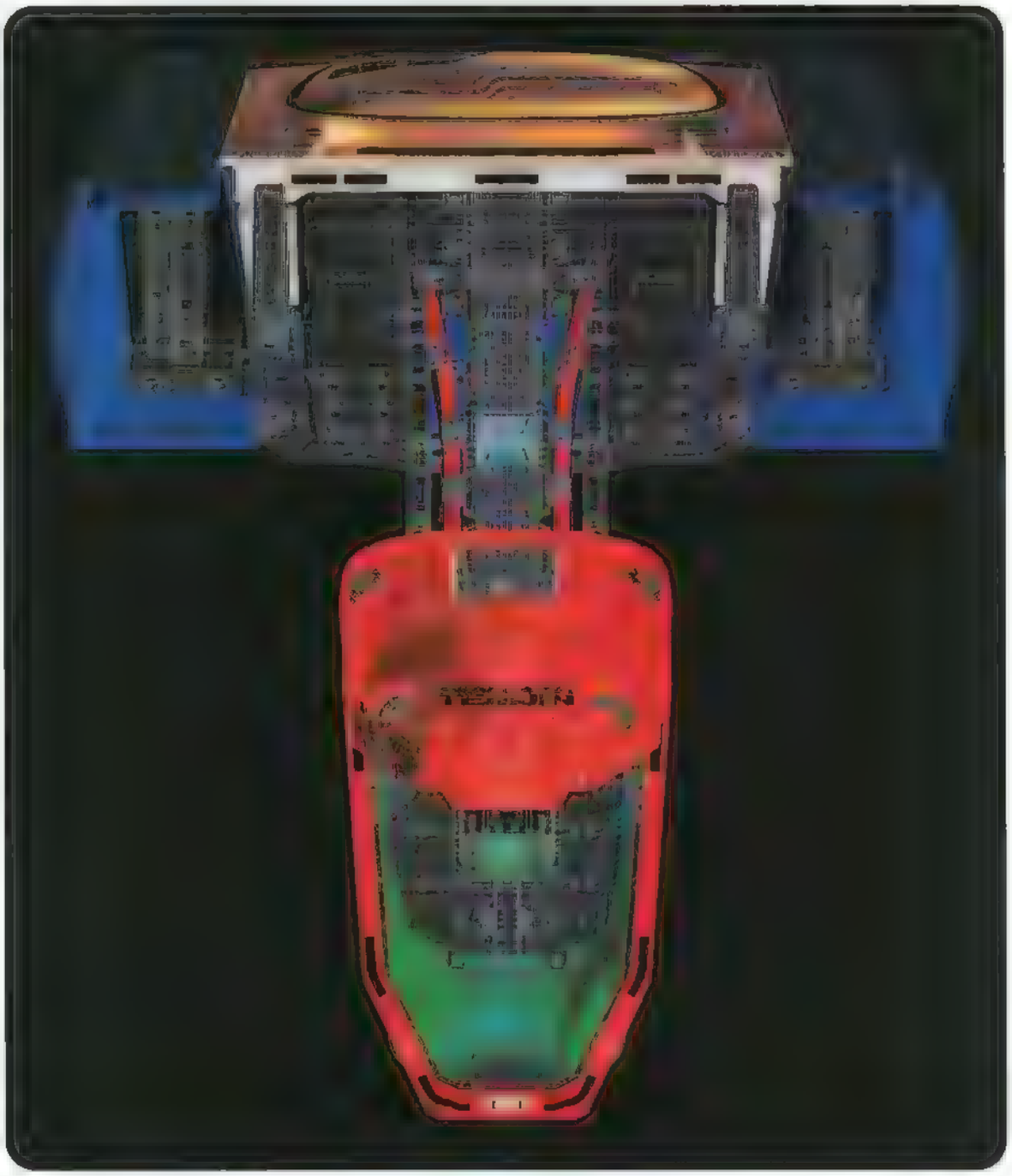
LIGHT - 1
TYPE Infinite
Colour R 0.750
G 0.750
B 0.650
No Shadows

LIGHT - 2
TYPE Infinite
Colour R 0.600
G 0.600
B 0.500
No Shadows

LIGHT - 3
TYPE Point
Colour R 0.368
G 0.625
B 0.748
No Shadows

LIGHT - 4
TYPE Infinite
Colour R 0.380
G 0.355
B 0.319
No Shadows

AR.OH.FINISH
TYPE VCU_01



DIFFUSE

Original 3D Modeling Kouichi Ozaki Rendering Nobutaka Ari

MBV 04 E6
VR TEMJIN
[Dyna tech.&Nova]
V-CONVERTER UNIT

DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Transparency 1000
Colour R 0.200
G 0.200
B 0.200

GLOBAL AMBIENCE
Colour R 0.953
G 0.907
B 0.791

CAMERA SETTING
Position X 104.947
Y 158.810
Z 91.239
Interest X 0.343
Y 6.246
Z 33.766
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 20

LIGHT - 1
TYPE Infinite
Colour R 0.750
G 0.750
B 0.650
No Shadows

LIGHT - 2
TYPE Infinite
Colour R 0.600
G 0.600
B 0.500
No Shadows

LIGHT - 3
TYPE Point
Colour R 0.368
G 0.645
B 0.748
No Shadows

ARCH FINISH
TYPE VCU - 01

DIFFUSE

Original 3D Modeling : Kouichi Ozaki Rendering : Nobutaka Ari

MBV

1

04

1

G

VR.TEMJIN

MBV - 04 - G
VR.TEMJIN
[Dyna-tech.&Nova]
GENERAL_DATA
Height : 15.2m
Weight : 7.52t
Full Weight : 20.3t
Generation Power : 4520kw

MBV-04-G
VR TEMJIN
[Dyna tech &Nova]
FRONT

DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Transparency 1000
Colour R 0.451
G 0.443
B 0.443

GLOBAL AMBIENCE
Colour R 0.863
G 0.840
B 0.822

CAMERA SETTING
Position X 0.000
Y 11.500
Z 140.00
Interest X 0.000
Y 11.500
Z 0.000
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 10

LIGHT-1
TYPE Infinite
Colour R 0.840
G 0.699
B 0.766
No Shadows

LIGHT-2
TYPE Infinite
Colour R 0.546
G 0.441
B 0.423
No Shadows

ARIOH FINISH
TYPE 04 a

DIFFUSE

Original 3D Modeling Nobukazu Naruk + Yasuhiro Mori Rendering Nobutaka Ari

Original 3D Modeling : Nobukazu Nanuke + Yasuhiro Mori Rendering : Nobutaka Ari

MBV_04_G
VR TEMJIN
[Dyna - tech.&Nova]
REAR

DEPTH FADING
Starting Distance : 1000
Ending Distance : 1000
Transparency : 1000
Colour R 0.451
G 0.443
B 0.443

GLOBAL AMBIENCE
Colour R . 0.963
G 0.840
B 0.822

CAMERA SETTING
Position X 0.000
Y : 11.500
Z 140.00
Interest X 0.000
Y 11.500
Z 0.000
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle : 10

LIGHT : 1
TYPE . Infinite
Colour R 0.840
G 0.699
B 0.766
No Shadows

LIGHT 2
TYPE Infinite
Colour R 0.546
G 0.441
B 0.423
No Shadows

ARCH FINISH
TYPE : 04 - a

DIFFUSE

MBV-04-G
VR.TEMUJIN
[Dynamitech &Nova]
SIDE

DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Transparency 1000
Colour R 0.451
G 0.413
B 0.443

GLOBAL AMBIENCE
Colour R 0.613
G 0.810
B 0.822

CAMERA SETTING
Position X -140.00
Y 11.500
Z 0.000
Interest X 0.000
Y 11.500
Z 0.000
Roll 0.000
Near Plane 0.100
Far Plane 327680

CAMERA LENS
Custom Angle 10

LIGHT 1
TYPE Infinite
Colour R 0.840
G 0.699
B 0.786
No Shadows

LIGHT 2
TYPE Infinite
Colour R 0.546
G 0.111
B 0.423
No Shadows

ATTACHMENT
TYPE 04 a

DIFFUSE

Original 3D Modeling Nobukazu Naruke + Yasuhiro Mori Rendering Nobutaka Arii

MBV - 04 G
VR TEMJIN
[Dyna tech.& Nova]
V - CONVERTER

DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Transparency 1000
Colour R 0.451
G 0.383
B 0.451

GLOBAL AMBIENCE
Colour R 0.810
G 0.730
B 0.773

CAMERA SETTING
Position X 8.772
Y 14.563
Z 14.351
Interest X 1.531
Y 18.054
Z 2.452
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 20

LIGHT 1
TYPE Infinite
Colour R 0.865
G 0.711
B 0.760
No Shadows

LIGHT 2
TYPE Infinite
Colour R 0.429
G 0.374
B 0.472
No Shadows

ARCH FINISH
TYPE 04 b

DIFFUSE

Original 3D Modeling Nobukazu Naruke Rendering . Nobutaka Arii

MBV-04-G
VR TEMJIN ARMAMENT
M P B I 7
[detmers]

BEAM LAUNCHER

DEPTH FADING
Starting Distance : 1000
Ending Distance 1000
Transparency : 1000
Colour R 0.451
G 0.443
B 0.443

GLOBAL AMBIENCE
Colour R 0.963
G 0.840
B 0.820

CAMERA SETTING
Position X 34.467
Y 14.427
Z 38.139
Interest X 0.463
Y 0.521
Z -4.783
Roll 0.000
Near Plane : 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 10

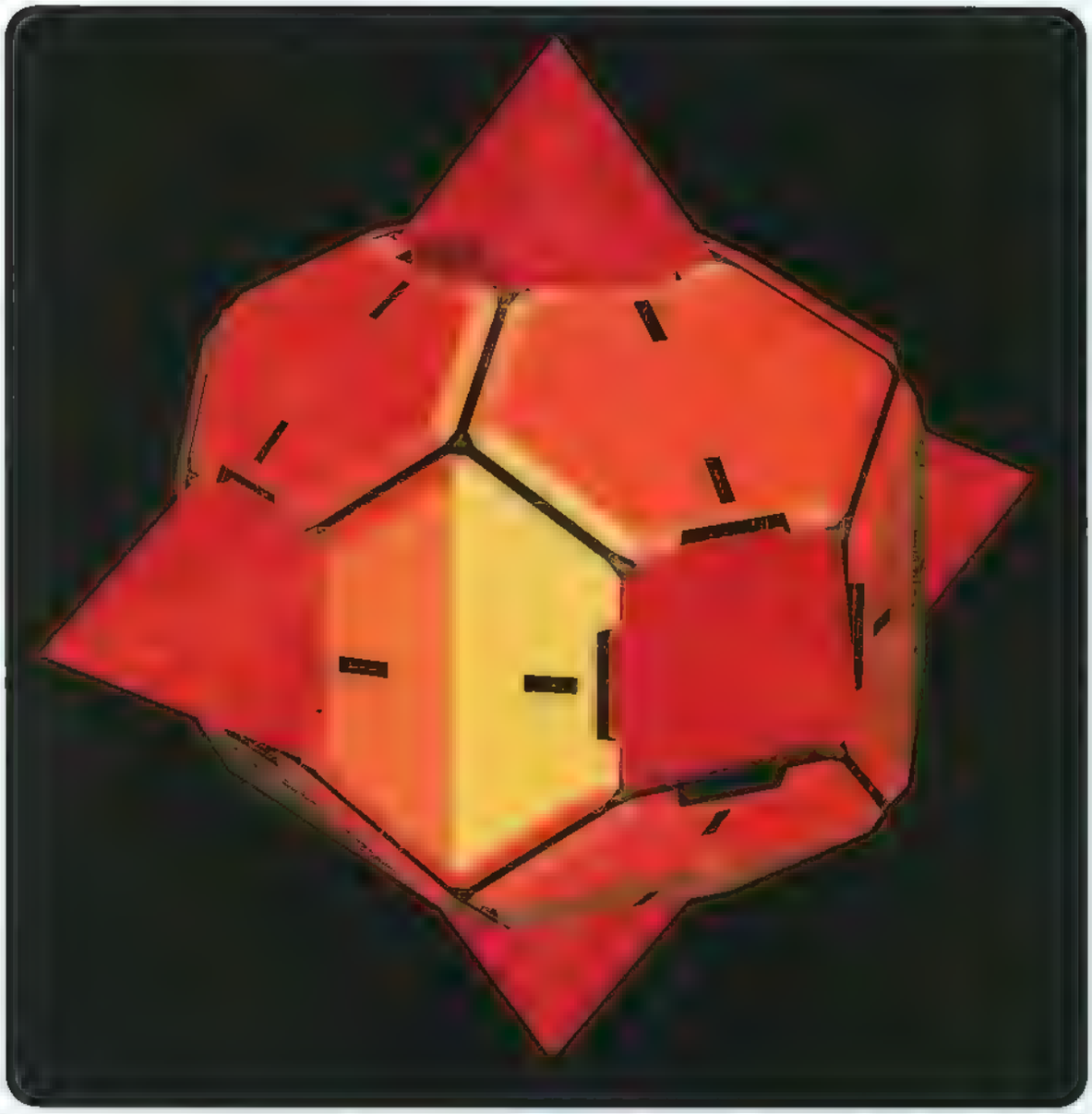
LIGHT - 1
TYPE Infinite
Colour R 0.840
G 0.689
B 0.766
No Shadows

LIGHT 2
TYPE Infinite
Colour R 0.546
G 0.441
B 0.423
No Shadows

ARIOH FINISH
TYPE Ed 03

DIFFUSE

Original 3D Modeling Yasuhiro Mori Rendering Nobutaka Ari



MBV_04_G
VR.TEMJIN WEAPON
Power Bomb mk.94
(t.o.a.)

POWER BOMB

DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Transpa Only 1000
Colour R 0.511
G 0.496
B 0.496

GLOBAL AMBIENCE
Colour R 1.000
G 0.907
B 0.928

CAMERA SETTING
Position X 49.808
Y 35.524
Z 86.988
Interest X 0.191
Y 0.190
Z 0.424
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 10

LIGHT - 1
TYPE Infinite
Colour R 0.883
G 0.930
B 0.871
No Shadows

LIGHT - 2
TYPE Infinite
Colour R 0.398
G 0.374
B 0.466
No Shadows

ARIOH FINISH
TYPE : PB_05

DIFFUSE

Original 3D Modeling Yasuhiro Mori Rendering Nobutaka Arii

MBV
09
C

MBV-09-C
VR.APHARMD
Dyna-tech.&Nova
GENERAL DATA
Height : 13.5m
Weight : 8.82t
Full Weight : 23.5t
Generator Power : 5800kw

MBV_09_C
VIRAPHARMD
, Dyna tec 1&Nova ,
FRONT

DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Transparency 1000
Colour R 0.518
G 0.511
B 0.496

GLOBAL AMBIENCE
Colour R 0.938
G 0.840
B 0.889

CAMERA SETTING
Position X 0.000
Y 11.500
Z 144.00
Interest X 0.000
Y 11.700
Z 0.000
Roll 0.000
Near Plane 0.100
Far Plane 327680

CAMERA LENS
Custom Angle 10

LIGHT 1
TYPE Infinite
Colour R 0.840
G 0.699
B 0.768
No Shadows

LIGHT 2
TYPE Infinite
Colour R 0.546
G 0.441
B 0.423
No Shadows

AR OH FINISH
TYPE 09 a

DIFFUSE

Original 3D Modeling : Hiromitsu Ohi / Hiroshi Yoshida Rendering : Nobuaki Ari

MBV_09_C
VR.APHARMD
[Dynu Team & Nova]
REAR

DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Transparency 100
Colour R 0.518
G 0.511
B 0.496

GLOBAL AMBIENCE
Colour R 0.938
G 0.843
B 0.889

CAMERA SETTING
Position X 0.000
Y 11.500
Z 144.60
nterest X 0.000
Y 11.700
Z 0.000
Roll 0.000
Near Plane 0.100
Far Plane 32,768.0

CAMERA LENS
Custom Angle 10

LIGHT 1
TYPE Infinite
Colour R 0.840
G 0.809
B 0.766
No Shadows

LIGHT 2
TYPE Infinite
Colour R 0.546
G 0.141
B 0.423
No Shadows

ARIOH FINISH
TYPE 09 a

DIFFUSE

Original 3D Modelling : Hirom 'toh + Hiroshi Yoshida Rendering Nobutaka Ar

MBV_09_C
VR.APHARMD
[Dyna_tech.&Nova]

SIDE

DEPTH FADING
Starting Distance : 1000
Ending Distance : 1000
Translucency : 1000
Colour R 0.518
G 0.611
B 0.496

GLOBAL AMBIENCE
Colour R 0.938
G 0.840
B 0.889

CAMERA SETTING
Position X 144.00
Y 11.500
Z 0.000
Interest X 0.000
Y 11.700
Z 0.000
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 10

LIGHT - 1
TYPE Infinite
Colour R 0.840
G 0.669
B 0.766
No Shadows

LIGHT - 2
TYPE Infinite
Colour R 0.546
G 0.441
B 0.423
No Shadows

ARCHENISH
TYPE 09_a

DIFFUSE

Original 3D Modeling : Hiromi Itoh + Hiroshi Yoshida Rendering : Nobutaka Ani

MBV_09_C
VR APHARMD
[Dyna Tech&Nova]
V_CONVERTER

DEPTH LEADING
Starting Distance 1000
Ending Distance 1000
Transparency 1000
Colour R 0.518
G 0.511
B 0.496

GLOBAL AMBIENCE
Colour R 0.938
G 0.840
B 0.889

CAMERA SETTING
Position X 19.030
Y 4.414
Z 24.863
Interest X 0.569
Y 18.805
Z 1.527
Roll 0.000
Near Plane 0.100
Far Plane 327680

CAMERA ENS
Custom Angle 20

LIGHT 1
TYPE Infinite
Colour R 0.840
G 0.699
B 0.766
No Shadows

LIGHT 2
TYPE Infinite
Colour R 0.546
G 0.441
B 0.423
No Shadows

ARIOH FINISH
TYPE 09_b

DIFFUSE

Original 3D Modeling Hiroshi Yoshida Rendering Nobutaka Ami

MBV - 09 C
VR.APHARMD - ARMAMENT
Dynamic Tongfer Ver EX
[Dynamic Lee]

BEAM TONGFER

DEPTH FADING
Starting Distance 1000
End ng Distance 1000
Transparency 1000
Colour R . 0 500
G 0.500
B 0 450

GLOBAL AMBIENCE
Colour R 0 930
G 0.840
B 0 900

CAMERA SETTING
Position X 38 733
Y 16 017
Z 25 120
Interest X 0 715
Y -1 125
Z 2 576
Roll 0 000
Near Plane 0.100
Far Plane 32768 0

CAMERA LENS
Custom Angle 20

LIGHT - 1
TYPE Infinite
Colour R 0.840
G 0.690
B 0 756
No Shadows

LIGHT 2
TYPE Infinite
Colour R 0.540
G 0.440
B 0.420
No Shadows

AR OH F.NISH
TYPE BT - 01

DIFFUSE

Original 3D Modeling Yasuhiro Mori Rendering : Nobutaka Ar

Original 3D Modeling : Yasuhiro Mori Rendering : Nobutaka Ari

MBV_09_C
VR.APHARMD - ARMAMENT
R-11 Gun Launcher
[ajax]

SHOT GUN

DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Transparency 1000
Colour R 0.654
G 0.676
B 0.624

GLOBAL AMBIENCE
Colour R 0.871
G 0.912
B 0.877

CAMERA SETTING
Position X 9.014
Y 1.696
Z 10.819
Interest X 0.553
Y 0.412
Z 1.358
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle : 20

LIGHT - 1
TYPE Infinite
Colour R 0.677
G 0.920
B 0.865
No Shadows

LIGHT - 2
TYPE Infinite
Colour R 0.472
G 0.435
B 0.417
No Shadows

ARCH FINISH
TYPE Sca 02

DIFFUSE

SAV-07-D

SAV - 07 - D
VR.BELGDOR

GENERAL DATA

Height : 17.2m
Weight : 10.4t
Full Weight : 27.6t
Generator Power : 5270Kw

SAV_07_D
VR.BELGDOR
(Dynatech&Nova)
FRONT

DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Transparency 1000
Colour R 0.518
G 0.511
B 0.496

GLOBAL AMBIENCE
Colour R 0.948
G 0.840
B 0.889

CAMERA SETTING
Position X 0.000
Y 12.700
Z 15.624
Interest X 0.000
Y 12.700
Z 0.000
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 10

LIGHT 1
TYPE Infinite
Colour R 0.895
G 0.901
B 0.809
No Shadows

LIGHT 2
TYPE Infinite
Colour R 0.546
G 0.441
B 0.423
No Shadows

ARIOH FINISH
TYPE 07-a

DIFFUSE

Original 3D Modeling Hiroshi Yoshida Rendering Nobutaka Arii

SAV_07_D
VR:BELGDOR
[Dyna tec]&Nova
REAR

DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Transparency 1000
Colour R 0.518
G 0.611
B 0.196

GLOBAL AMBIENCE
Colour R 0.438
G 0.840
B 0.889

CAMERA SETTING
Position X 1.000
Y 12.700
Z 156.24
Interest X 0.000
Y 12.700
Z 0.000
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 10

LIGHT 1
TYPE infinite
Colour R 0.895
G 0.401
B 0.809
No Shadows

LIGHT 2
TYPE infinite
Colour R 0.546
G 0.441
B 0.123
No Shadows

ARBOH FINISH
TYPE 07_a

DIFFUSE

Original 3D Modeling Hiroshi Yoshida Rendering Nobutaka Ari

SAV_07_D
VR.BELGDOR
, Dyna-Tech.&Nova
SIDE

DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Transparency 1000
Colour R 0.518
G 0.511
B 0.498

GLOBAL AMBIENCE
Colour R 0.938
G 0.840
B 0.889

CAMERA SETTING
Position X 15676
Y 12697
Z 0.000
Interest X 0.000
Y 13000
Z 0.000
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

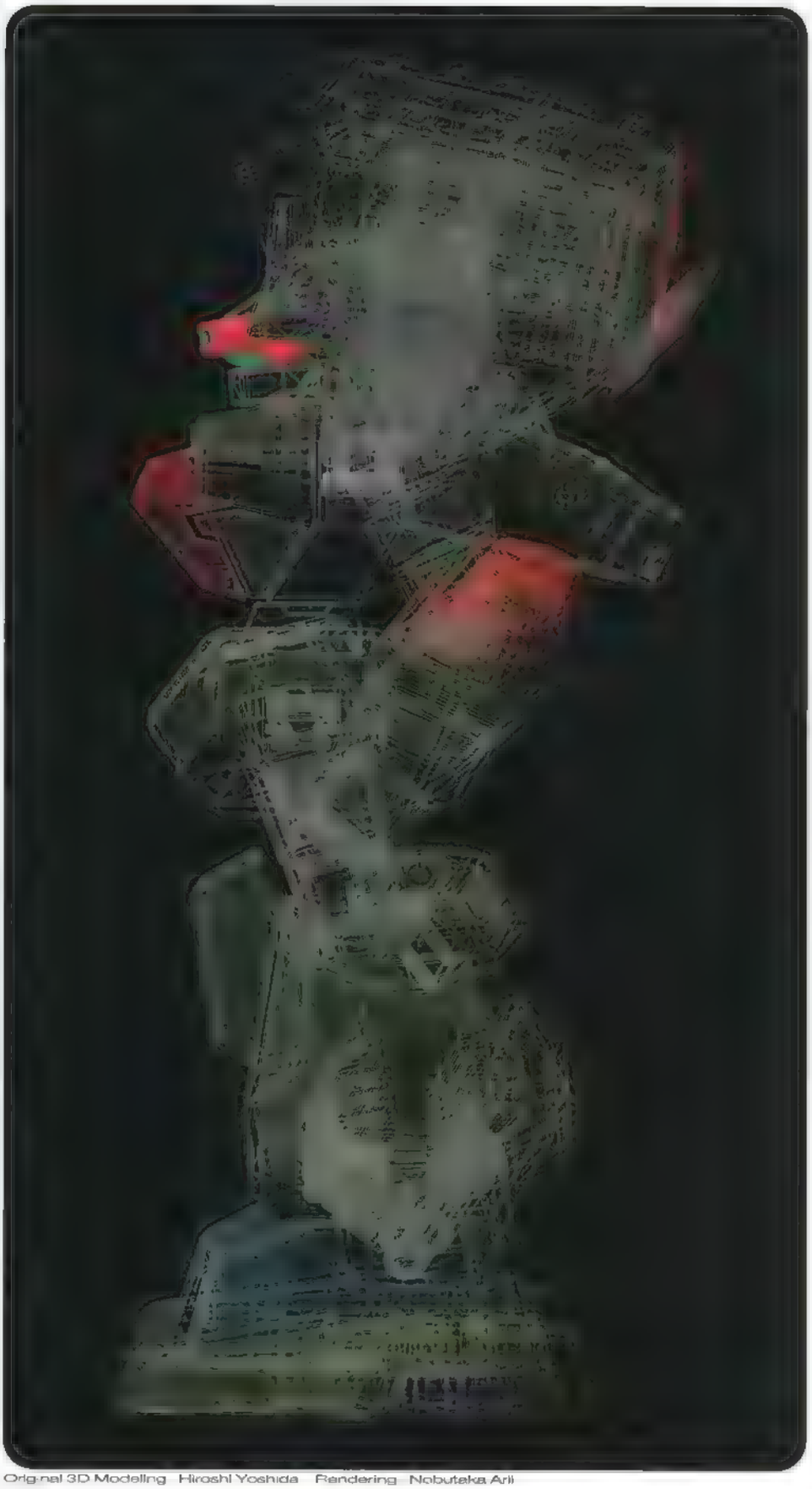
CAMERA LENS
Custom Angle 10

LIGHT 1
TYPE : Infinite
Colour R 0.895
G 0.931
B 0.809
No Shadows

LIGHT - 2
TYPE : Infinite
Colour R 0.546
G 0.441
B 0.423
No Shadows

ARCHIFINISH
TYPE 07_D

DIFFUSE



Original 3D Modelling : Hiroshi Yoshida Rendering : Nobutaka Arii

SAV_07_D
VR.BELGDOR
[Dyna - tach &Nova]
V-CONVERTER

DEPTH FADING
Start ig Distance 1000
Ending Distance . 1000
Transparency 1000
Colour R 0.525
G 0458
B 0421

GLOBAL AMBIENCE
Colour R 0.920
G 0.840
B 0766

CAMERA SETTING
Position X 22.225
Y 34.580
Z 26.761
Interest X 0.961
Y 17.889
Z 3.040
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 20

LIGHT - 1
TYPE Infinite
Colour R 1.000
G 1.000
B 0.748
No Shadows

LIGHT 2
TYPE nfinite
Colour R 0.460
G 0.398
B 0.423
No Shadows

AR OH FIN SH
TYPE .07 - b

DIFFUSE

Original 3D Modeling Hiroshi Yoshida Rendering Nobutaka Ari

SAV-07-D
VR.BELGDOR ARMAMENT
Trn 203
[timid]

HOMING MISSILE

DEPTH FADING
Starting Distance : 1000
Ending Distance 1000
Transparency : 1000
Colour R 0.491
G 0.406
B 0.443

GLOBAL AMBIENCE
Colour R : 0.920
G 0.907
B 0.858

CAMERA SETTING
Position X 33.445
Y 38.381
Z 32.442
nterest X 11.649
Y 20.425
Z 1.631
Roll : 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 20

LIGHT - 1
TYPE Infinite
Colour R 0.895
G 0.898
B 0.915
No Shadows

LGHT 2
TYPE Infinite
Colour R 0.468
G 0.417
B 0.478
No Shadows

ARIOH FINISH
TYPE HM 01

DIFFUSE

Original 3D Modeling Koji Ono + Nobutakazu Naruke Rendering Nobutaka Arii

SAV_07_D
VR.BELGDOR ARMAMENT
BB_94_L_R_S
(colbus)

GRENADE LAUNCER

DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Transparency 1000
Colour R 0.511
G 0.478
B 0.496

GLOBAL AMBIENCE
Colour R 0.957
G 0.907
B 0.858

CAMERA SETTING
Position X 18.276
Y 6.308
Z 11.003
Interest X 0.292
Y 0.705
Z 0.424
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 20

LIGHT 1
TYPE Infinite
Colour R 0.895
G 0.871
B 0.791
No Shadows

LIGHT 2
TYPE Infinite
Colour R 0.552
G 0.496
B 0.509
No Shadows

ARIOH FINISH
TYPE GL 03

DIFFUSE

Original 3D Modeling Yasuhiro Mori Rendering Nobutaka Ar

HBV-10-B

HBV-10-B
VR.DORKAS
[Dyna - tech.&Nova]
GENERAL DATA
Height : 13.4m
Weight : 9.25t
Full Weight : 28.9t
Generator Power : 7840kw

HBV-10-B
VR.DORKAS
[Dyna tech.&Nova]
FRONT

DEPTH FADING
Starting Distance 1000
Ending Distance 2000
Transparency 1000
Colour R 0.518
G 0.511
B 0.496

GLOBAL AMBIENCE
Colour R 0.948
G 0.840
B 0.889

CAMERA SETTING
Position X 0.000
Y 11.500
Z 149.00
Interest X 0.000
Y 13.000
Z 0.000
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 10

LIGHT-1
TYPE Infinite
Colour R 0.840
G 0.699
B 0.765
No Shadows

LIGHT-2
TYPE Infinite
Colour R 0.546
G 0.441
B 0.423
No Shadows

AROH FINISH
TYPE 10 a

DIFFUSE

Original 3D Modeling Hiromi Itoh Rendering Nobutaka Ari

HBV-10-B
VR DORKAS
[Dyna tech.&Nova]
REAR

DEPTH FADING
Starting Distance 1000
Ending Distance 2000
Transparency 1000
Colour R 0.518
G 0.511
B 0.496

GLOBAL AMBIENCE
Colour R 0.938
G 0.840
B 0.889

CAMERA SETTING
Position X 0.000
Y 11.500
Z 149.00
interest X 0.000
Y 13.000
Z 0.000
Roll 0.000
Near Plane 0.100
Far Plane 327680

CAMERA LENS
Custom Angle : 10

LIGHT - 1
TYPE : Infinite
Colour R 0.840
G 0.699
B 0.768
No Shadows

LIGHT - 2
TYPE Infinite
Colour R 0.546
G 0.441
B 0.423
No Shadows

ARIOH FINISH
TYPE . 10 - a

DIFFUSE

Original 3D Modeling Hiromi Itoh Rendering . Nobutaka Arii

HBV_10_B
VR DORKAS
[Dyna - tech.&Nova]
SIDE

DEPTH FADING
Starting Distance 1000
End ng Distance 2000
Transparency 1000
Colour R 0.518
G 0.511
B 0.496

GLOBAL AMBIENCE
Colour R 0.938
G 0.840
B 0.889

CAMERA SETTING
Position X -149.00
Y 11.500
Z 0.000
Interest X 0.000
Y 13.000
■ 0.000
Roll : 0.000
Near Plane 0.100
Far Plane : 32768.0

CAMERA LENS
Custom Angle : 10

LIGHT - 1
TYPE Infinite
Colour R 0.840
G 0.699
B 0.766
No Shadows

LIGHT 2
TYPE Infinite
Colour R : 0.546
G 0.441
B 0.423
No Shadows

ARIOH FINISH
TYPE : 10 - a

DIFFUSE

Original 3D Mode ng Hirom itoh Rendering . Nobutaka Ari

HBV-10-B
VR.DORKAS
[Dyna-tech.&Nova]
V-CONVERTER

DEPTH FADING
Starting Distance : 1000
Ending Distance : 1000
Transparency : 1000
Colour R : 0.421
G : 0.383
B : 0.421

GLOBAL AMBIENCE
Colour R : 0.932
G : 0.852
B : 0.858

CAMERA SETTING
Position X : 24.734
Y : 5.042
Z : 38.119
Interest X : 1.495
Y : 16.155
Z : 1.283
Roi : 0.000
Near Plane : 0.100
Far Plane : 32768.0

CAMERA LENS
Custom Angle : 20

LIGHT-1
TYPE : Infinite
Colour R : 1.000
G : 0.901
B : 0.865
No Shadows

LIGHT-2
TYPE : Infinite
Colour R : 0.496
G : 0.447
B : 0.411
No Shadows

ARIOH FINISH
TYPE : 10-b

DIFFUSE

Original 3D Modeling : Nobukazu Neruke Rendering : Nobutaka Ari

HBV-10-B
VR DORKAS - ARMAMENT
fs 27 Phalanx
[desoer]

PHALANX UNIT SHOULDER BLOCK

DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Transparency 1000
Colour R 0.443
G 0.488
B 0.421

GLOBAL AMBIENCE
Colour R 0.926
G 0.883
B 0.822

CAMERA SETTING
Position X 27.543
Y 33.503
Z 24.982
Interest X 4.200
Y 17.480
Z -3.463
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 20

LIGHT - 1
TYPE Infinite
Colour R 0.797
G 0.736
B 0.730
No Shadows

LIGHT 2
TYPE Infinite
Colour R 0.509
G 0.435
B 0.472
No Shadows

ARIOH FINISH
TYPE PU SB - 01

HBV 10 B
VR DORKAS - ARMAMENT
fs 27 Phalanx
[desoer]

PHALANX FORE ARM BLOCK

DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Transparency 1000
Colour R 0.518
G 0.511
B 0.498

GLOBAL AMBIENCE
Colour R 0.938
G 0.840
B 0.889

CAMERA SETTING
Position X -18.804
Y 31.945
Z 21.335
Interest X 1.629
Y 13.846
Z 1.875
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 20

LIGHT - 1
TYPE Infinite
Colour R 0.797
G 0.736
B 0.730
No Shadows

LIGHT - 2
TYPE Infinite
Colour R 0.509
G 0.435
B 0.472
No Shadows

ARIOH FINISH
TYPE PU FB - 02

DIFFUSE

Original 3D Modelling Hiromi Itoh + Hiroshi Yoshida Rendering · Nobutaka Arii

HBV 10 B
VR DORKAS - ARMAMENT
H.L.S. Type - a
[hochstadt]

HAMMER

DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Transparency 1000
Colour R 0.518
G 0.511
B 0.496

GLOBAL AMBIENCE
Colour R 0.938
G 0.840
B 0.889

CAMERA SETTING
Position X -62.986
Y 42.430
Z 42.930
Interest X -8.671
Y 15.496
Z -3.743
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 10

LIGHT - 1
TYPE Infinite
Colour R 0.797
G 0.738
B 0.730
No Shadows

LIGHT 2
TYPE Infinite
Colour R 0.509
G 0.435
B 0.473
No Shadows

ARIOH FINISH
TYPE . H - 04

DIFFUSE

Original 3D Modeling Michinari Terada Rendering Nobutaka Ari

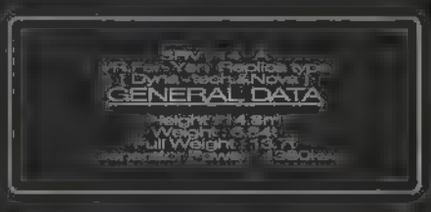
SRV

1

14

1

A


SPEC. 14-A
VR.Fei-Yen Replica type
[Dynamic-tech&Nova]
GENERAL DATA
Height : 14.8m
Weight : 6.5t
Full Weight : 13.7t
Generator Power : 1350kw

SRV 14 A
VR.Fei - Yen Replica type
[Dyna - tech.&Nova]
FRONT

DEPTH FADING
Starting Distance 1000
Ending Distance : 1000
Transparency 1000
Colour R 0.518
G 0.511
B 0.499

GLOBAL AMBIENCE
Colour R 0.938
G 0.840
B 0.889

CAMERA SETTING
Position X 0.000
Y 11.500
Z 133.16
Interest X 0.000
Y 11.500
Z 0.000
Roll 0.000
Near Plane 0.100
Far Plane 3276.80

CAMERA LENS
Custom Angle : 10

LIGHT 1
TYPE Infinite
Colour R 0.710
G 0.599
B 0.666
No Shadows

LIGHT - 2
TYPE . Infinite
Colour R 0.546
G 0.441
B 0.423
No Shadows

ARIOH FINISH
TYPE 14 a

DIFFUSE

Original 3D Modeling : Hiromi Itoh + Kouichi Ozaki Rendering : Nobutaka Ar

SRV_14_A
VR.Fei - Yen Replica type
[Dyna - tech &Nova]
REAR

DEPTH FADING
Starting Distance : 1000
Ending Distance : 1000
Transparency : 1000
Colour R 0.518
G 0.511
B 0.499

GLOBAL AMBIENCE
Colour R 0.918
G 0.840
B 0.889

CAMERA SETTING
Position X 0.000
Y 11.500
Z 133.16
Interest X 0.000
Y 11.500
Z 0.000
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 10

LIGHT - 1
TYPE Infinite
Colour R 0.740
G 0.599
B 0.608
No Shadows

LIGHT 2
TYPE Infinite
Colour R 0.546
G 0.141
B 0.423
No Shadows

ARIOH FINISH
TYPE 14 a

DIFFUSE

Original 3D Modeling : Hiromi Itoh + Koulchi Ozaki Rendering : Nobutaka Ari

SRV - 14 - A
VR.Fei Yen Replica type
[Dyna - tech &Nova]
SIDE

DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Transparency 1000
Colour R 0.518
G 0.511
B 0.499

GLOBAL AMBIENCE
Colour R 0.938
G 0.810
B 0.869

CAMERA SETTING
Position X 133.16
Y 11.500
Z 0.000
Interest X 0.000
Y 11.500
Z -0.000
Roll 0.000
Near Plane : 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 10

LIGHT - 1
TYPE Infinite
Colour R 0.740
G 0.588
B 0.666
No Shadows

LIGHT 2
TYPE infinite
Colour R 0.546
G 0.411
B 0.423
No Shadows

AR OH FINISH
TYPE : 14 a

DIFFUSE

Original 3D Modeling Hiromi Itoh + Kouichi Ozaki Rendering Nobutaka Arii

SRV-14 A
VR.Fei-Yen Replica type
[Dyna tech.&Nova]
V-CONVERTER

DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Transparency 1000
Colour R 0.518
G 0.511
B 0.496

GLOBAL AMBIENCE
Colour R 0.938
G 0.840
B 0.889

CAMERA SETTING
Position X 12.815
Y 27.898
Z 21.182
Interest X 0.121
Y 17.377
Z 0.504
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 20

LIGHT-1
TYPE Infinite
Colour R 0.740
G 0.599
B 0.566
No Shadows

LIGHT 2
TYPE Infinite
Colour R 0.546
G 0.411
B 0.423
No Shadows

ARIOH FINISH
TYPE 14-b

DIFFUSE

Original 3D Modeling Hiroshi Yoshida Rendering Nobutaka Ari

SRV - 14 - A
VR.Fei - Yen Replica type - ARMAMENT
BL - e04 Type - f " Love Heart "
[deploiux]

HART BEAM LAUNCHER

DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Transparency 1000
Colour R 0.518
G 0.511
B 0.496

GLOBAL AMBIENCE
Colour R 0.938
G 0.840
B 0.884

CAMERA SETTING
Position X 0.000
Y 28.632
Z 45.614
nterest X 0.000
Y 16.293
Z 0.156
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 20

LIGHT 1
TYPE Infinite
Colour R 0.710
G 0.539
B 0.668
No Shadows

LIGHT 2
TYPE Infinite
Colour R 0.546
G 0.441
B 0.423
No Shadows

ARIOH FINISH
TYPE 14HBL 01 03

DIFFUSE

Original 3D Modeling Hiroshi Yoshida Rendering Nobutaka Ari

SRV - 14 - A
VR.Fei Yen Replica type ARMAMENT
Beam Launcher SG 4000
[shanahan]

HAND BEAM LAUNCHER

DEPTH FADING
Starting Distance . 1000
Ending Distance 1000
Transparency 1000
Colour R 0.518
G 0.511
B 0.496

GLOBAL AMBIENCE
Colour R 0.938
G 0.840
B 0.889

CAMERA SETTING
Position X - 5.026
Y 0.579
Z -8.156
nterest X - 0.679
Y 0.397
Z -8.156
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 20

LIGHT 1
TYPE Infinite
Colour R 0.740
G 0.599
B - 0.666
No Shadows

IGHT 2
TYPE Infinite
Colour R 0.546
G 0.441
B 0.423
No Shadows

ARIOH FINISH
TYPE 14HBL 02 - 05

SRV 14 A
VR.Fei Yen Replica type - ARMAMENT
MPAS 14
[Coffey]

BOWGUN

DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Transparency 1000
Colour R 0.518
G 0.511
B 0.496

GLOBAL AMBIENCE
Colour R 0.938
G 0.840
B 0.889

CAMERA SETTING
Position X 28.228
Y 18.708
Z 6.788
nterest X 0.173
Y 7.366
Z 1.435
Roll - 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 20

LIGHT - 1
TYPE Infinite
Colour R 0.740
G 0.599
B 0.666
No Shadows

LIGHT 2
TYPE Infinite
Colour R 0.546
G 0.441
B 0.423
No Shadows

ARIOH FINISH
TYPE . BG - 02

DIFFUSE

Original 3D Modeling Hiroshi Yoshida Rendering Nobutaka Ar

СИЄХО
Love Fourteen.

MODEL:
СИЄХО НІШІСИМІ
ФОТОГРАФІЯ:
ЛОВІТОЯКА АКІІ
ОДЯГ ШІПО:
ЛОВІТОЯКА АКІІ+ХОЦІСИМІ ОЗАКІ
HAIR & MAKE-UP:
ХОШИЄ ТОСІСИМІ(Me-Ca)
ЗНІМОК ЗО:
ТОРУ ЯМАШІТА(TOMORROW)
СИЛУЕТ МІЗУШІМА

Fel-Yen????????????????????

YUGUCHI

CHICKO

YIGUCHI

CHIEKO

LOVE FOURTEEN

TRV

06k

H

TRV-06K-H
VR.VIPER II
[Dyna-tech Labs,Nova]

GENERAL DATA

Height : 15.8m
Weight : 5.24t
Full Weight : 11.5t
Generator Power : 3430kw

TRV_06k_H
VR VIPER II
[Dyna_tech &Nova]
FRONT

DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Transparency Y 1000
Colour R 0.718
G 0.511
B 0.496

GLOBAL AMBIENCE
Colour R 0.938
G 0.840
B 0.889

CAMERA SETTING
Position X 0.000
Y 11.500
Z 142.00
Interest X 0.000
Y 11.500
Z 0.000
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 10

LIGHT 1
TYPE Infinite
Colour R 0.840
G 0.899
B 0.756
No Shadows

LIGHT 2
TYPE Infinite
Colour R 0.545
G 0.441
B 0.423
No Shadows

AREOH FINISH
TYPE 06 a

DIFFUSE

Original 3D Modeling Satoshi Kitahara + Hiroshi Yoshida Rendering Nobutaka Ari

TRV_06k_H
VR VIPER II
[Dyna_tech &Nowa]
REAR

DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Transparency 1000
Colour R 0.518
G 0.511
B 0.496

GLOBAL AMBIENCE
Colour R 0.938
G 0.810
B 0.889

CAMERA SETTING
Position X 0.000
Y 115.93
Z 14.200
Interest X 0.000
Y 12.000
Z 0.000
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 10

LIGHT 1
TYPE Infinite
Colour R 0.840
G 0.699
B 0.766
No Shadows

LIGHT 2
TYPE Infinite
Colour R 0.946
G 0.441
B 0.423
No Shadows

ARIOH FINISH
TYPE 06 a

DIFFUSE

Original 3D Modeling : Satoshi Kitahara + Hiroshi Yoshida Rendering : Nobutaka Ari

TRV_06k_H
VR VIPER II
[Dyna Tech &Nova]
SIDE

DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Translucency 1000
Colour R 0.518
G 0.511
B 0.438

GLOBAL AMBIENCE
Colour R 0.438
G 0.840
B 0.889

CAMERA SETTING
Position X 14200
Y 11500
Z 0.000
Interest X 0.000
Y 12000
Z 0.000
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 10

LIGHT 1
TYPE Infinite
Colour R 0.840
G 0.699
B 0.766
No Shadows

LIGHT 2
TYPE Infinite
Colour R 0.546
G 0.441
B 0.423
No Shadows

ARIOH FINISH
TYPE 05 a

DIFFUSE

Original 3D Modeling Satoshi Kitahara + Hiroshi Yoshida Rendering Nobutaka Ari

TRV-06k H
VR VIPER I
[Dyna tech & Nova]
V-CONVERTER

DEPTH FADING
Starting Distance 1000
Ending Distance 1,000
Transparency 1000
Colour R 1.000
G 0.900
B 0.700

GLOBAL AMBIENCE
Colour R 0.901
G 0.920
B 0.858

CAMERA SETTING
Position X 14.917
Y 30.040
Z 28.846
nterest X 0.585
Y 17.980
Z 0.249
Roll 0.000
Near Plane 0.100
Far Plane 327680

CAMERA LENS
Custom Angle 20

LIGHT - 1
TYPE : Infinite
Colour R 0.889
G 0.822
B 0.748
No Shadows

LIGHT 2
TYPE Infinite
Colour R 0.466
G 0.411
B 0.460
No Shadows

ARIOH FINISH
TYPE 06 D

DIFFUSE

Original 3D Modeling Nobukazu Naruke Rendering Nobutaka Ari

TRV - 06k - H
VR VIPER II ARMAMENT
BL - c04
[diagram ix]

HOMING BERM LAUNCHER

DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Transparency 1000
Colour R 0.503
G 0.436
B 0.473

GLOBAL AMBIENCE
Colour R 0.950
G 0.840
B 0.907

CAMERA SETTING
Position X 9540
Y 31.208
Z 21.601
Interest X 0.719
Y 13.942
Z 1.905
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 20

LIGHT 1
TYPE Infinite
Colour R 0.926
G 0.832
B 0.828
No Shadows

LIGHT - 2
TYPE - Infinite
Colour R 0.447
G 0.513
B 0.184
No Shadows

ARCH FINISH
TYPE 06kHBL 01

DIFFUSE

Original 3D Modeling : Satoshi Kitahara Rendering Nobutaka Arii

Original 3D Modeling : Satoshi Kitahara Rendering : Nobutaka Ari

TRV_06K_H
VR VIPER II ARMAMENT
Revenant Ver 1.666
[fury]

MULTIPUR ARM LAUNCHER

DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Transparency 1000
Colour R 0.503
G 0.430
B 0.473

GLOBAL AMBIENCE
Colour R 0.950
G 0.840
B 0.907

CAMERA SETTING
Position X 7.048
Y 11.954
Z 13.918
Interest X 0.045
Y 0.157
Z 0.764
Roll 0.000
Near Plane 0.100
Far Plane 327680

CAMERA LENS
Custom Angle 20

LIGHT - 1
TYPE Infinite
Colour R 0.920
G 0.852
B 0.828
No Shadows

LIGHT - 2
TYPE Infinite
Colour R 0.447
G 0.503
B 0.484
No Shadows

ARCH FINISH
TYPE MAL 02

DIFFUSE

XBV
13
t11

VR.BAL - BAS - BOW EXPERIMENTAL - BATTLE - VIRTUAROID - 13 - t11

XBV-13-111
VR BAL-BAS-BOW
(Dyna-tech &Nova)
FRONT

DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Transparency 1000
Colour R 0.518
G 0.511
B 0.496

GLOBAL AMBIENCE
Colour R 0.938
G 0.840
B 0.869

CAMERA SETTING
Position X 0.000
Y 114.00
Z 135.00
Interest X 0.000
Y 12.000
Z 0.000
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 10

LIGHT-1
TYPE Infinite
Colour R 0.740
G 0.581
B 0.966
No Shadows

LIGHT-2
TYPE Infinite
Colour R 0.546
G 0.411
B 0.423
No Shadows

ARIOH FINISH
TYPE 13-a

DIFFUSE

Original 3D Modeling Koji Ono + Nobukazu Naruke Rendering Nobutaka Ari

XBV 13 t11
VR.BAL - BAS BOW
[Dynamotech.&Nova]
REAR

DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Transparency 1000
Colour R 0.518
G 0.511
B 0.496

GLOBAL AMBIENCE
Colour R 0.938
G 0.840
B 0.889

CAMERA SETTING
Position X 0.000
Y 11.500
Z 135.00
Interest X 0.000
Y 12.000
Z 0.000
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 10

LIGHT 1
TYPE Infinite
Colour R 0.740
G 0.599
B 0.666
No Shadows

LIGHT 2
TYPE Infinite
Colour R 0.546
G 0.441
B 0.423
No Shadows

ARIOH FINISH
TYPE 13-a

DIFFUSE

Original 3D Modeling : Koji Ono + Nobukazu Naruke Rendering Nobutaka Ari

VR.BAL - BAS - BOW EXPERIMENTAL - BATTLE - VIRTUAROID 13 t11

XBV-13 t11
VR.BAL .BAS - BOW
[Dyna - tech.&Nova]
SIDE

DEPTH FADING
Starting Distance : 1000
Ending Distance 1000
Transparency : 1000
Colour R 0.518
G 0.511
B 0.496

GLOBAL AMBIENCE
Colour R 0.938
G 0.840
B 0.889

CAMERA SETTING
Position X -135.00
Y 11.500
Z 0.000
Interest X 0.000
Y 12.000
Z 0.000
Roll : 0.000
Near Plane : 0.100
Far Plane : 32768.0

CAMERA LENS
Custom Angle : 10

LIGHT - 1
TYPE Infinite
Colour R 0.740
G 0.599
B 0.666
No Shadows

LIGHT 2
TYPE Infinite
Colour R 0.546
G 0.441
B 0.423
No Shadows

ARIOH FINISH
TYPE 13 a

DIFFUSE

Origina 3D Modeling Koji Ono + Nobukazu Naruke Rendering Nobutaka An

XBV_13_111
VR.BAL_BAS_BOW
[Dyna-tech &Nova]
V CONVERTER

DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Transparency 1000
Colour R 0.518
G 0.511
B 0.496

GLOBAL AMBIENCE
Colour R 0.588
G 0.840
B 0.889

CAMERA SETTING
Position X 42.379
Y 6.124
Z 57.508
Interest X 0.661
Y 11.844
Z 3.016
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 20

LIGHT - 1
TYPE Infinite
Colour R 0.740
G 0.549
B 0.566
No Shadows

LIGHT 2
TYPE Infinite
Colour R 0.546
G 0.411
B 0.423
No Shadows

ARIOH FINISH
TYPE 13 b

DIFFUSE

Original 3D Modeling Nobukazu Naruke Rendering Nobutaka Ari

VR.BAL - BAS - BOW EXPERIMENTAL - BATTLE - VIRTUAROID - 13 - 111

XBV 13-111
VR.BAL BAS BOW ARMAMENT
E R L 1632
[0 Plant]

EJECTABLE REMOTE LAUNCHER

DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Transparency 1000
Colour R 0.518
G 0.511
B 0.496

GLOBAL AMBIENCE
Colour R 0.939
G 0.840
B 0.889

CAMERA SETTING
Position X -15.423
Y -4.111
Z 16.749
Interest X 0.939
Y 0.520
Z 0.410
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle , 20

LIGHT - 1
TYPE Infinite
Colour R 0.740
G 0.599
B 0.956
No Shadows

LIGHT 2
TYPE Infinite
Colour R 0.546
G 0.441
B 0.423
No Shadows

ARIOH FINISH
TYPE ERL-03

DIFFUSE

Original 3D Modeling : Koji Ono Rendering Nobutaka Arii

XBV-13 t11
VR.BAL - BAS - BOW - WEAPON
F.M./13
[0 Part]

FLOATING MINE

DEPTH FADING
Starting Distance : 1000
Ending Distance : 1000
Transparency : 1000
Colour R 0.3
G 0.42
B 0.421

GLOBAL AMBIENCE
Colour R 0.908
G 0.852
B 0.828

CAMERA SETTING
Position X : 8.608
Y 9.408
Z 27.233
nterest X 0.805
Y 1.093
Z 0.518
Roll 0.000
Near Plane 0.100
Far Plane 32678.0

CAMERA LENS
Custom Angle 30

LIGHT - 1
TYPE Infinite
Colour R 0.717
G 0.674
B 0.638
No Shadows

LIGHT - 2
TYPE : Infinite
Colour R 0.453
G 0.374
B 0.386
No Shadows

AR.OH FINISH
TYPE - FM 01

DIFFUSE

Original 3D Modeling : Yasuhiro Mori Rendering Nobutaka Arii

HEAVY BATTLE MECHANOID

HBV

1

05

1

E

VIR RAIDEN

M.S.B.SYSTEM V.3.3

092

HEV-05 E
VR.RAIDEN
Dyna-tough,&Nova
GENERAL DATA
Height:17.8m
Weight:12.2t
Full Weight:32.0t

HBV_05_E
VR.RAIDEN
[Dyna tech.&Nova]
FRONT

DEPTH FADING
Starting Distance 1000
Ending Distance 2000
Transparency 1000
Colour R 0.518
G 0.511
B 0.498

GLOBAL AMBIENCE
Colour R 0.938
G 0.910
B 0.889

CAMERA SETTING
Position X 0.000
Y 11.500
Z -145.12
Interest X 0.000
Y 11.500
Z 0.000
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 10

LIGHT 1
TYPE Infinite
Colour R 0.815
G 0.901
B 0.852
No Shadows

LIGHT 2
TYPE Infinite
Colour R 0.546
G 0.441
B 0.423
No Shadows

ARIOH FINISH
TYPE 05 a

DIFFUSE

Original 3D Modeling : Hiromi Itoh + Hiroshi Yoshida Rendering . Nobutaka Arii

HRV_05_E
VR.RAIDEN
[Cyma_tech.&Nova]
REAR

DEPTH FADING
Starting Distance 1000
Ending Distance 2000
Transparency 1000
Colour R 0.518
G 0.511
B 0.496

GLOBAL AMBIENCE
Colour R 0.948
G 0.840
B 0.889

CAMERA SETTING
Position X 0.000
Y 11.500
Z 135.12
Interest X 0.000
Y 11.500
Z 0.000
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 10

LIGHT 1
TYPE Infinite
Colour R 0.815
G 0.901
B 0.852
No Shadows

LIGHT 2
TYPE Infinite
Colour R 0.546
G 0.441
B 0.423
No Shadows

ARIOH FINISH
TYPE 05_a

DIFFUSE

Original 3D Modeling Hiromichi + Hiroshi Yoshida Rendering Nobutaka Ari

HBV_05_E
VR.RAIDEN
[Dr.a Itoh &Nova]
SIDE

DEPTH FADING
Starting Distance 1000
Ending Distance 2000
Transparency 1000
Colour R 0.518
G 0.511
B 0.496

GLOBAL AMBIENCE
Colour R 0.938
G 0.841
B 0.889

CAMERA SETTING
Position X 1.9950
Y 11.500
Z 0.000
Interest X 0.000
Y 11.500
Z 0.000
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 10

LIGHT - 1
TYPE Infinite
Colour R 0.815
G 0.901
B 0.852
No Shadows

LIGHT - 2
TYPE Infinite
Colour R 0.546
G 0.441
B 0.423
No Shadows

ARIOH FINISH
TYPE 05_a

DIFFUSE

Original 3D Modeling : Hiromi Itoh + Hiroshi Yoshida Rendering Nobutaka Ari

HRV_05_E
VR.RAIDEN
[Dynamics &Newton]
V_CONVERTER

DEPTH READING
Starting Distance 1000
Ending Distance 1000
Intensity 1000
Colour R 0.533
G 0.493
B 0.459

GLOBAL AMBIENCE
Colour R 0.941
G 0.917
B 0.858

CAMERA SETTING
Position X 19.983
Y 1.56
Z 33.750
Interest X 0.165
Y 17.438
Z 1.882
Roll 0.000
Near Plane 0.100
Far Plane 3.768.0

CAMERA LENS
Custom Angle 20

LIGHT 1
TYPE Infinite
Colour R 0.858
G 0.901
B 0.831
No Shadows

LIGHT 2
TYPE Infinite
Colour R 0.141
G 0.498
B 0.447
No Shadows

ARCHITECH
TYPE 05_E

DIFFUSE

Original 3D Modeling Hiroshi Yoshida Rendering Nobutaka Ar...

HBV-05_F
VR RAIDEN - ARMAMENT
Alt 02: Laser Irradiator
[Telefunken]

LASER LAUNCHER

DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Transparency 1000
Colour R 0.511
G 0.488
B 0.458

GLOBAL AMBIENCE
Colour R 0.914
G 0.944
B 0.846

CAMERA SETTING
Position X -10.730
Y 6.572
Z -29.467
Interest X -5.819
Y -0.059
Z -1.763
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 20

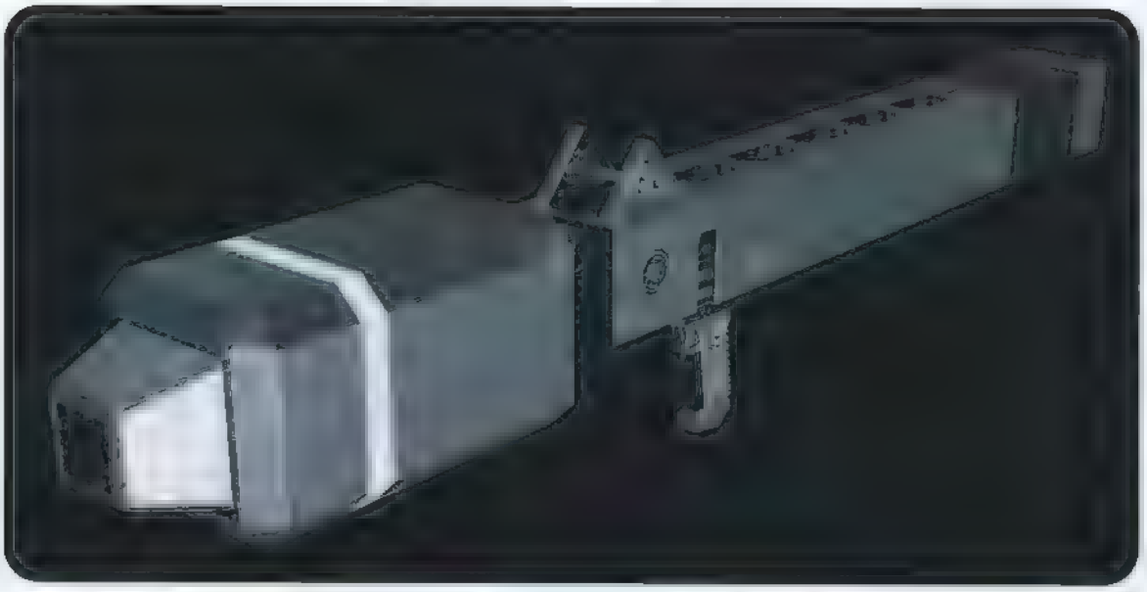
LIGHT - 1
TYPE Infinite
Colour R 0.914
G 0.822
B 0.852
No Shadows

LIGHT - 2
TYPE Infinite
Colour R 0.435
G 0.374
B 0.441
No Shadows

AR OH FINISH
TYPE LL-01

DIFFUSE

Original 3D Modeling : Hiromi Itoh Rendering Nobutaka Ari



HBV-05_E
VR.RAIDEN_ARMAMENT
Zig-13 Bazooka Launcher
[Ajax]

BAZOOKA

DEPTH FADING
Starting Distance : 1000
Ending Distance : 1000
Transparency 1000
Colour R 0.481
G 0.451
B 0.518

GLOBAL AMBIENCE
Colour R 0.944
G 0.954
B 0.846

CAMERA SETTING
Position X 18.387
Y 21.390
Z 20.437
nterest X 0.770
Y 11.833
Z 0.577
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle 20

LIGHT - 1
TYPE Infinite
Colour R 0.840
G 0.834
B 0.773
No Shadows

LIGHT - 2
TYPE Infinite
Colour R 0.521
G 0.521
B 0.496
No Shadows

ARIOH FINISH
TYPE BZ-01

DIFFUSE

HBV-05_E
VR.RAIDEN-WEAPON
Ground Bomb mk.95
[t.o.a.]

GROUND BOMB

DEPTH FADING
Starting Distance 1000
Ending Distance 1000
Transparency 1000
Colour R 0.496
G 0.473
B 0.468

GLOBAL AMBIENCE
Colour R 0.914
G 0.926
B 0.766

CAMERA SETTING
Position X 27.348
Y 23.713
Z 20.766
nterest X 0.041
Y 0.237
Z -0.159
Roll 0.000
Near Plane 0.100
Far Plane 32768.0

CAMERA LENS
Custom Angle : 10

LIGHT - 1
TYPE Infinite
Colour R 0.656
G 0.595
B 0.674
No Shadows

LIGHT - 2
TYPE Infinite
Colour R 0.717
G 0.674
B 0.546
No Shadows

ARIOH FINISH
TYPE : GB 01

DIFFUSE

Original 3D Modeling : Yasuhiro Mori Rendering Nobutaka Arii

UNKNOWN

UNKNOWN

UNKNOWN

VR.TEMJIN

テムジン'97

M.S.B.SYSTEM Ver.4.2

Dyna-tech.& Nova MBV-707-C2 VR.TEMJIN

Character design & Illustration

ORATORIO TANGRAM

CYBER TROOPERS VIRTUAL-ON

CYBER TROOPERS VIRTUAL-ON GRAPHICS
"PERSPECTIVE"

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